

KHINERAI LIFETAKERS

Plummeting out of low clouds, the Khinerai Lifetakers are swift-attack specialists, elite ambushers that swoop into battle to scythe down foes with their barbed sickles. Given a chance, the Khinerai Lifetakers rake enemy formations already in combat, striking quickly before flapping out of the melee to seek other vulnerable prey.



MELEE WEAPONS

Barbed Sickle

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Khinerai Lifetakers has 5 or more models. They are equipped with Barbed Sickles and Heartpiercer Shields.

FLY

Khinerai Lifetakers can fly.

HARRIDYNN

The leader of this unit is a Harridynn. Add 1 to hit rolls for a Harridynn.

ABILITIES

Descend to Battle: Instead of setting up this unit on the battlefield, you can place it to one side and say it is circling high above. In any of your movement phases, it can descend to battle – set up the unit anywhere on the battlefield that is more than 9" from any enemy models. This is their move for that movement phase.

Fight and Flight: In the combat phase, after this unit has finished making all of its attacks, roll a dice: on a 4+ it can make a 6" normal move as if it were your movement phase, but it cannot run as part of this move.

Death on the Wind: Add 1 to the Damage characteristic of this unit's Barbed Sickles if it made a charge move in the same turn.

Heartpiercer Shield: In the combat phase, Khinerai Lifetakers have a Save characteristic of 5+. In addition, each time you make a save roll of 5+ for such a unit in the combat phase (after re-rolls, but before any modifiers are applied), a Khinerai Lifetaker pierces her assailant's heart with her shield – the attacking unit suffers 1 mortal wound after it has made all of its attacks.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, KHINERAI HARPIES, KHINERAI LIFETAKERS